

THE ULTIMATE
BASEBALL
STAR

THE ULTIMATE
BIKER GANG
LEADER

THE ULTIMATE
MORAL COMPASS

Instruction Manual

????



Trigger Happy Havoc

DANGANRONPA

Table of Contents

Prologue & Characters

03

Getting Started

12

Controls

15

Game Flow

17

The Class Trial

19

Prologue & Characters

Hope's Peak Academy—a government-funded elite high school home to the most privileged students in the country. But it's been taken over by a mysterious mastermind and transformed into a trap filled with despair!

"From this moment on, this school is your world."

A shared life that was forced on its students...

No clue when it might end. Living here forever...

That is, unless, one person has the stomach to do the unthinkable in order to earn their freedom...

And thus began their school life of despair, with no promise, no hope of escape...



The Hope's Peak Academy Headmaster Monokuma



This enlivened stuffed animal can walk and talk and even run a school! The white half of his body is cute and pleasant, while the black half is utterly wicked. He enforces the peace of the school life he's created, or disturbs it, whichever he feels like at that particular moment.

The Ultimate Lucky Student Makoto Naegi

He's a typical high school student with absolutely no remarkable talents or features. He was selected to attend Hope's Peak at random from a pool of other unremarkable students.



The Ultimate Pop Sensation Sayaka Maizono



She's the lead singer in a world-famous pop group. She's the darling of a generation, but she's managed to maintain her sweet, down-to-earth nature.

The Ultimate Baseball Star Leon Kuwata

Despite his refusal to ever practice, he's got enough natural talent that pro baseball scouts have already started courting him. He can be kind of obnoxious, but it's hard to hate the guy.



The Ultimate ??? Kyoko Kirigiri



She's the only student at the school whose ultimate ability is unknown. She displays a kind of severe beauty, but her past and thoughts are shrouded in mystery.

The Ultimate Affluent Progeny Byakuya Togami

He's part of the family in charge of the international mega-conglomerate, the Togami Corporation. As the heir to the family business, he was raised harshly to prepare for his duties.



The Ultimate Swimming Pro Aoi Asahina



She's a natural born athlete. Her main focus is swimming, but at her old school she also did volleyball, track, and more. She's got a smiling, enthusiastic nature that helps keep the others in high spirits.

The Ultimate Moral Compass Kiyotaka Ishimaru

He was head of the "public morals committee" at his old high school, a noted college prep school. His unrivaled scholastic ability comes from his dedication to working harder than anyone else, and he has no patience for slackers.



The Ultimate Writing Prodigy Toko Fukawa



Despite her age, she's already a successful novelist. But as good as she is at writing, she has almost no social skills, and most people see her as morose and depressing to be around.

The Ultimate Biker Gang Leader Mondo Owada

At one point he was in charge of the biggest biker gang in Japan. He's the classic "rebel with a heart of gold" and has his own strong sense of justice. He also has an undying admiration for his older brother.

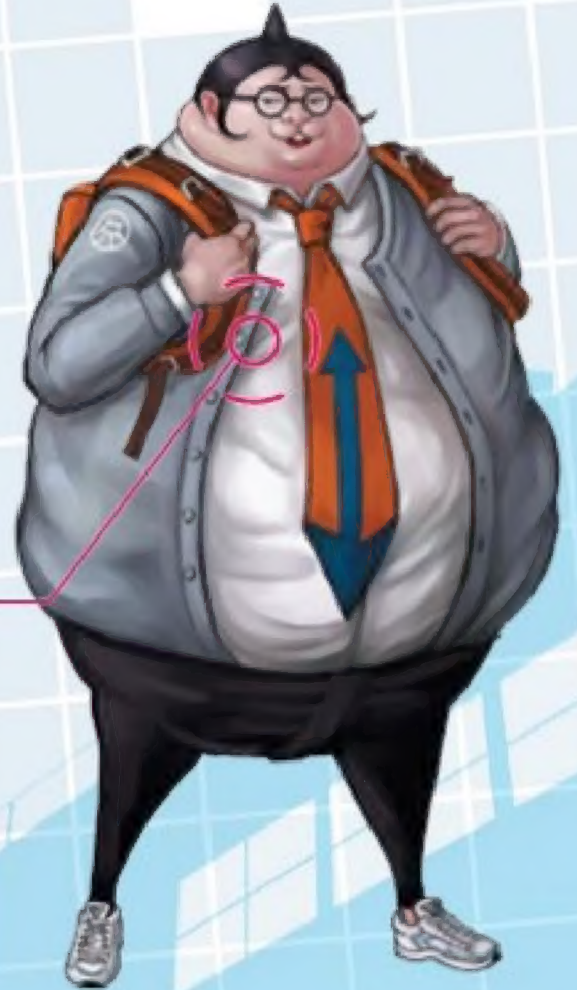


The Ultimate Martial Artist Sakura Ogami

She was taught martial arts from a young age by her father, and has become the strongest human being on Earth. They say she learned how to fight before she learned how to walk...

The Ultimate Fanfic Creator Hifumi Yamada

He has a certain charisma within his industry and is proud of the following he's cultivated. At a local school festival, he was able to sell over 10,000 copies of his latest creation—a stunning achievement by any measure.



The Ultimate Gambler Celestia Ludenberg



Her petite lolita-esque appearance belies a haughty temperament and a sharp, withering tongue. She's a master of deceit, and her face is utterly inscrutable. She IS Japanese, in case you were wondering.

The Ultimate Clairvoyant Yasuhiro Hagakure

Instead of tarot cards or crystal balls, he relies on his own intuition for his predictions. This has led to a roughly 20% accuracy rate. He's been held back a few time, making him the oldest student here. He's...kind of a space case.



The Ultimate Fashionista **Junko Enoshima**

She's a charismatic model who's graced the covers of all the most popular youth fashion magazines. She's naturally outgoing, and enjoys using her dynamite body and playfully sexy personality to tease the guys around her.

The Ultimate Programmer **Chihiro Fujisaki**

She's a very slight, timid girl that somehow makes you think of a cute little bunny. In fact, she's often mistaken for an elementary student. She's very quiet, but has an extraordinary ability when it comes to computers.



GETTING STARTED

Title Screen



↗ New Game

Select your difficulty levels and begin a new game. There are two different types of difficulty, so you'll have to set your level for each.

Logic Difficulty

This relates to the level of information and hints given to you for solving each mystery.

Action Difficulty

This relates to the speed at which words move and the damage you take during the class trial.

↗ Load Game

Selecting Load Game will take you to the Main Menu.



Main Menu



Continue

The game will pick up from your last save point.

Chapter Select

You can choose from any chapter you've already finished and play from there. Here you will have three options, as listed below.

Start from chapter beginning	Select this to start from the beginning of that chapter.
Start from class trial	Select this to start from the class trial.
Best results	This will display the best results you've gotten in that chapter so far.



Extras

You can spend Monocoins to unlock images, movies, and music from the game.

Options

Here you can adjust various game settings.



Saving the Game

You can save your progress by going to the Handbook menu, then selecting System → Save. You will need at least 834kb of space to save.

CONTROLS

Basic Controls



Note: Blue text applies to school life, pink text applies to class trials, and black text applies to both.

Directional buttons	Highlight items: Change view
Left stick	Aim reticle: Navigate hallways / Run (with ○ button)
Right stick	Change view
⊗ button	Talk / Check: Use silencer / Lock on
○ button	Skip dialogue (hold): Leave room: Cancel / Return
△ button	Map ON/OFF / Enter Reaction mode / Observe: Fire Truth Bullet / Memorize Truth Bullet (hold) / Destroy targeted letter
□ button	Display Handbook menu: Reload
L button	Strafe left / Change view: Select Truth Bullet
R button	Set Auto Mode (push while talking): Strafe right / Change view: Concentrate / Activate Fever Time
START button	Display instructions (pause)
SELECT button	Display transcript

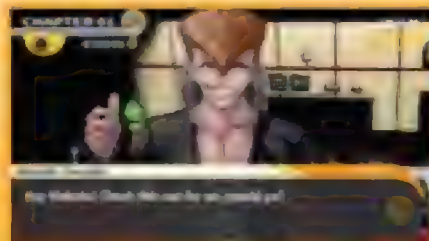
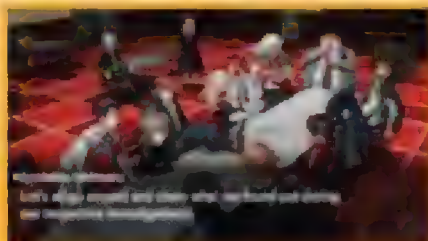
GAME FLOW

The game's story is split into several chapters. Each chapter is divided into two halves: school life and the class trial.



School Life

As Makoto Naegi, it's your job to explore Hope's Peak Academy, looking for clues to solve each murder, as well as the mystery of the school itself. This phase also includes Free Time mode, where you can better get to know your fellow classmates.




After a certain amount of time spent investigating...

Class Trial

Every student will participate in the class trial, using what they found during the investigation as a basis for their arguments. You'll have to point out inconsistencies in each person's argument, decide who you think did it, then confront the suspect!



Once you unmask the true killer, they'll receive their fatal punishment, and the rest of you will move on to the next chapter...



Free Time

As the story moves forward, you will sometimes find yourself with free time. At this point, you can interact with your classmates, give them presents, and deepen your friendships. As you learn more about each person, you'll fill in the pages of their report card. This will also increase the skills and Skill Points available to you during the class trial.

Game Over


If either the timer or your Influence Gauge reaches 0 during the class trial, it's Game Over. You can retry from that section, or load a previous save.

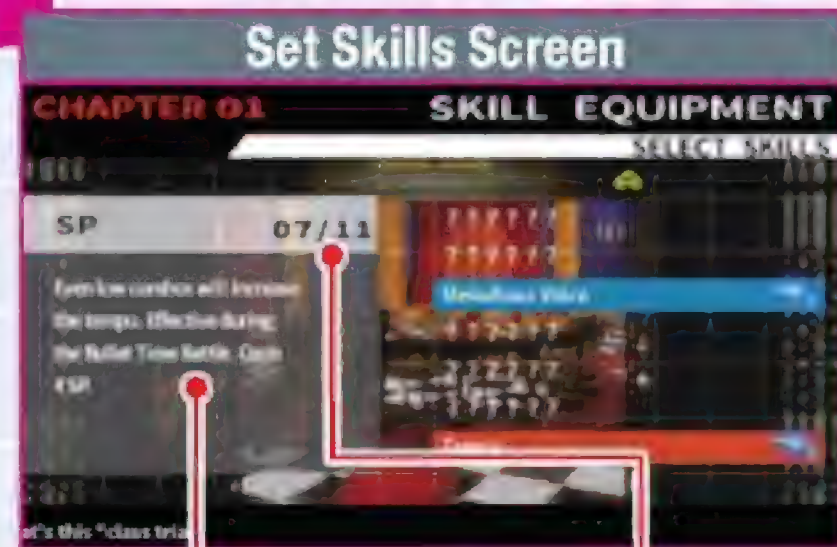
THE CLASS TRIAL

Once each murder investigation comes to an end, the class trial will then begin. All the students will come together and discuss what they discovered, and eventually you'll find out who the killer is.

Pre-Trial Prep

Before the trial starts, you'll be taken to the pre-trial preparation screen. Here you will see three options, as listed below.

Open e-Handbook	This will open the Handbook menu.
Set Skills	Here you can set skills to help you during the trial. When you find the skill you'd like to use, simply highlight it and press the  button.
Finish Preparations	This will begin the class trial.



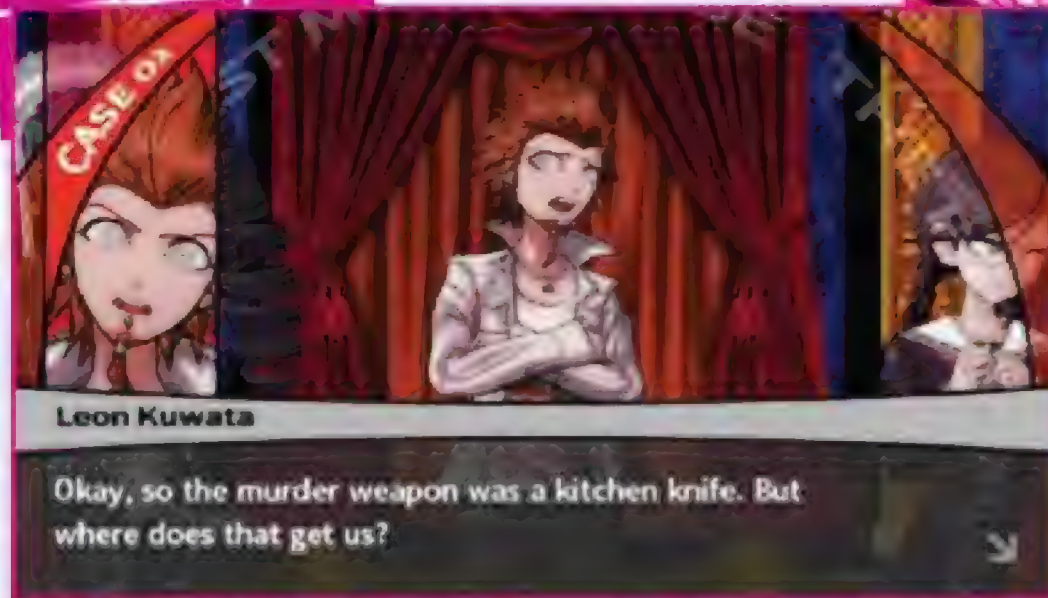
Skill effect

Current/max SP



Advancing the Class Trial



The trial will take place entirely in the courtroom. As you debate the facts of the case, you will have to refute a variety of statements. As the full picture starts to become clear, you'll engage in the Nonstop Debate, the Bullet Time Battle, the Hangman's Gambit, and finally the Closing Argument in order to get to the bottom of each case.



Nonstop Debate

At times during the trial, someone might make some questionable or suspicious statements. This will lead to a Nonstop Debate, which will only end when you're able to destroy that person's lie or contradiction. Note: You can hold down the  button to speed up their statements, or hold down the  button to use your Focus Gauge and slow things down.



Influence Gauge

If you say or do something wrong, this will decrease. If it reaches 0, you'll fail the case.


Time Limit

If this counter reaches 0, you'll fail the case.

Number of Statements

The  squares represent how many statements in total are in the Nonstop Debate. The  square indicates which statement is currently displayed.

Reticle

Use this to aim your Truth Bullet, then  press the button to fire.

Truth Cylinder

This displays the Truth Bullet you currently have loaded.

Statement

This is the claim that the speaker is making.

Focus Gauge

This is required in order to use the Concentration ability.



Bullet Time Battle

As the trial continues, you may find yourself in a one-on-one confrontation with another student. Here you'll have to lock on to their statements and destroy them, until you can deliver the final strike and finish the battle.



Enemy Gauges

On top is their Influence Gauge, and underneath that is their Focus Gauge.

Time Limit

If this counter reaches 0, you'll fail the case.

Your Gauges

Combo Counter

Tempo Marker

Input Marker


Bullets Left



Combos

If you can destroy multiple statements in a row, you'll begin a combo. As the combo increases, the tempo will increase, in turn increasing damage. If, however, you miss too many beats, the tempo and amount of damage dealt will go down.

Hangman's Gambit

This begins when the one word or concept you need is right there on the tip of your tongue. Letters will appear and disappear, and it's up to you to target the right letters, then press the  button to destroy them.

Time Limit


If this counter reaches 0, you'll fail the case.

The Next Letter

Whichever panel is blinking contains the next letter you'll have to destroy.



Closing Argument



The Closing Argument is where you'll clarify the entire series of events surrounding the case. You'll do this by re-enacting the case and filling in the missing panels in a comic book style format. Once you've placed the panels in the order you think is right, press the  button to begin the re-enactment. If it turns out you misplaced a panel, you will have to try it again.



Time Limit

If this counter reaches 0, you'll fail the case.

Panels

To pick up a panel, target it and hold down the  button. Move it to where you think it belongs, then release the  button to place it.





WARNING: PHOTSENSITIVITY/EPILEPSY/SEISURES

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your doctor before playing.

IMMEDIATELY DISCONTINUE use and consult your doctor before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness • eye or muscle twitches • disorientation • any involuntary movement
- altered vision • loss of awareness • seizures or convulsion.

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR DOCTOR.



WARNING: PHOTSENSITIVITY/EPILEPSY/SEIZURES

USE AND HANDLING OF VIDEO GAMES TO REDUCE THE LIKELIHOOD OF A SEIZURE

- Use in a well-lit area and keep as far a way as possible from the screen.
- Avoid prolonged use of the PS Vita system. Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

PRECAUTIONS FOR USE

Keep the PlayStation®Vita game card out of the reach of small children to help prevent accidental swallowing.

This game card is for use only with the PlayStation®Vita system. Use of this game card with other devices may damage the device or the game card.

- Do not touch the game card terminals with your hands or with metal objects.
- Do not allow the game card to come into contact with liquids. Do not bend or drop the game card or otherwise expose it to strong physical impact.
- Never disassemble or modify the game card.



PRECAUTIONS FOR USE

Do not use or store the game card in the following locations or under the following conditions:

- In a car with the windows closed (particularly in summer)/in direct sunlight/near heat sources
- In high humidity or corrosive environments.
- Be sure to insert the game card in the proper orientation.

The data on the game card may be lost or corrupted in the following situations:

- If the game card is removed from the system or if the system power is turned off while data is being read from or written to the game card.
- If the game card is used where it can be affected by static electricity or electrical noise.

If, for any reason, data loss or corruption occurs, it is not possible to recover the data. Backing up data regularly is recommended. Sony Computer Entertainment Inc. and its subsidiaries and affiliates will not be held liable for any damages or injury in the case of data loss or corruption.



FCC & IC NOTICE – PART 1

This device complies with Part 15 of the FCC Rules.

Operation is subject to the following two conditions:

- (1) this device may not cause harmful interference, and
 - (2) this device must accept any interference received, including interference that may cause undesired operation
- This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses, and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications.

FCC & IC NOTICE – PART 2

- However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:
- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/TV technician for help.

You are cautioned that any changes or modifications not expressly approved in this manual could void your authority to operate this equipment.

This Class B digital apparatus complies with Canadian ICES-003.

Cet appareil numérique de la classe B est conforme à la norme NMB-003 du Canada.

WARRANTY

NIS America, Inc. warrants to the purchaser of this product that the medium on which this program is recorded is free from material defects for ninety (90) days from the date of purchase. If a defect covered by this warranty occurs during this ninety (90) days warranty period, NIS America, Inc. will replace the game disc, at its option, free of charge.

This warranty will be void if the defect in this product has arisen from neglect, abuse or any attempt to use the product other than as specified in this manual.

WARRANTY SERVICE:

1. Finalize your registration for Danganronpa: Trigger Happy Havoc at NISAmerica.com.
2. Save the sales receipt and UPC code found on the game package for retail versions of this game.
3. If the game is covered under a store warranty, return the game to the store at which the game was purchased.
4. If the game is not covered by a store warranty, notify NIS America by emailing Support@NISAmerica.com or call the customer service dept. at (714) 540-1122, between the hours of 10 a.m. to 5 p.m. Pacific Standard Time, Monday through Friday.

Please contact customer service
by email at Support@NISAmerica.com.

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For more information on this game, please visit



NISAmerica.com